

# ReactJS.

The basics

### ReactJS.

A Javascript Single Page App (SPA) framework for building dynamic
 Web User Interfaces.





- Client-side framework.
  - More a library than a framework.

#### Before ReactJS.

- Traditional SPAs promoted the MVC pattern for app design.
  - Ex: AngularJS, EmberJS, BackboneJS etc.
- React is not MVC, just V (and maybe some C).
  - It challenged established best practice (MVC).
- MVC frameworks use template technology at the V layer; React based on components

	Templates	React components
Separation of concerns	Technology (JS, HTML)	Responsibility "Display UI"
Semantic	New concepts and micro-languages	HTML and Javascript
Expressiveness	Underpowered	Full power of Javascript

#### ReactJS

- Philosophy: Build components, not templates
- All about the UI (User Interface).
  - Not about business logic or the data model.
- Component: A unit comprised of HTML(ish), JS, and data.
  - UI description (HTML) and UI behavior (JS) are tightly coupled and co-located.
    - Other SPA frameworks decoupled these aspects.
- Benefits:
  - 1. Composability.
  - 2. Reusability.
  - 3. Performance.

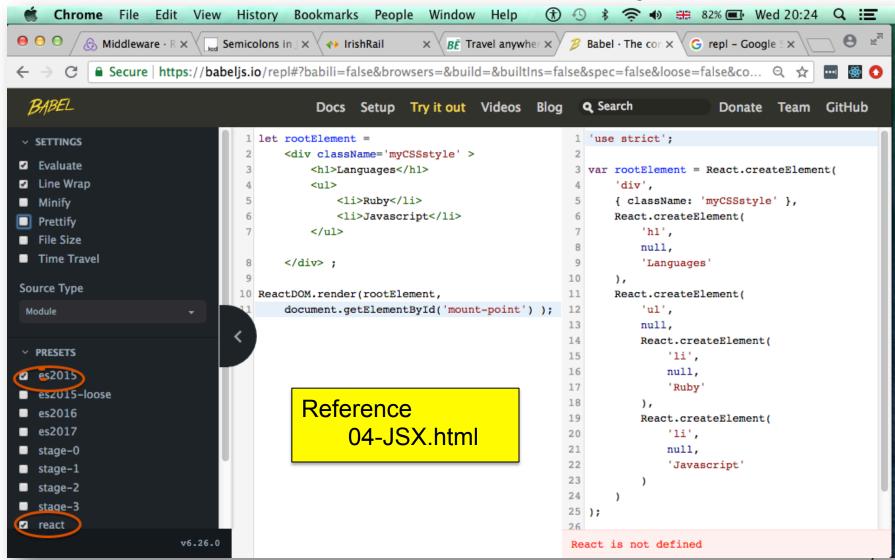
## Creating the UI description

- React.createElement() create a DOM element.
- ReactDOM.render() –attach an element to the current DOM.
- Ref. 01-UIDescription.html
- createElement() arguments:
  - type (h1, div, span etc);
  - properties (style, event handler etc);
  - children.
- render() arguments:
  - element to be displayed;
  - DOM node on which to mount the element.
- Ref. 02-UIDescription.html
- We never use createElement() directly far too cumbersome.

#### JSX.

- JSX JavaScript extension syntax
- Declarative syntax for coding UI descriptions.
- Retains the full power of Javascript.
- Allows tight coupling between UI logic and description.
- Must be transpiled (Babel) for browser execution compatibility.
  - Reference 03-JSX-error.html

## REPL (Read-Evaluate-Print-Loop) transpiler.



#### JSX.

- HTML-like markup.
- It's actually XML code.
- Must be transformed (transpiled) into ES5.
  - The Babel tool suite.
- Some minor HTML tag attributes differences, e.g. className (class), htmlFor (for).
- Allows declarative description of the UI inlined in JavaScript.
- Combines the ease-of-use of templates with the power of JS.

## Transpiling JSX.

- What?
  - The Babel platform
- How?
  - 1. Manually, via REPL or command line.
    - When experimenting only.
  - 2. By the web server (using special tooling, i.e.Webpack).
    - Suitable for app development mode.
  - 3. As part of the build process for an app.
    - When deploying app for production.

### React Components.

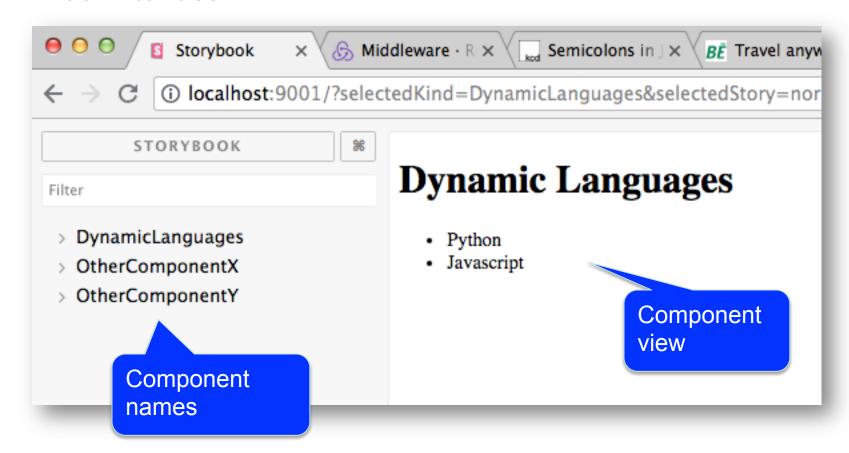
- We develop COMPONENTS.
  - A class that extend React.Component
  - The render() method:
    - Mandatory.
    - Returns the component UI description.
- We reference components as HTML tags <ComponentName>
  - E.g. ReactDOM.render(<ComponentName/>, . . . . )
- Reference 05-simpleComponent.html

### React Development tools.

- The create-react-app tool. Features:
  - a) Scaffolding/Generator
  - b) Development web server auto transpilation on file change + live reloading.
  - c) Builder: build production standard version of app, i.e. minification, bundling.
- The Storybook tool:
  - A development environment for UI components
  - Runs outside of your app develop component in isolation.
  - Leads to more reusable, testable components
  - Quicker development ignore application-specific dependencies.



Tool interface.



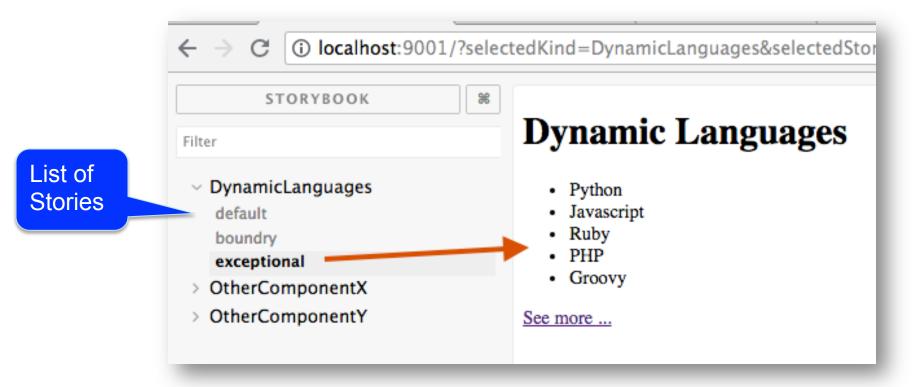


- Component design considerations:
  - A component may have several STATES → The state influences how it should render,
- EX.: DynamicLanguages component:
  - Default list of languages less than 5 → Renders full list
  - Boundary empty list → Render 'No languauge' message
  - Exceptional More than 5 languages → Render first 5 and a 'See More...' link to display next 5.
- Each state case termed a STORY



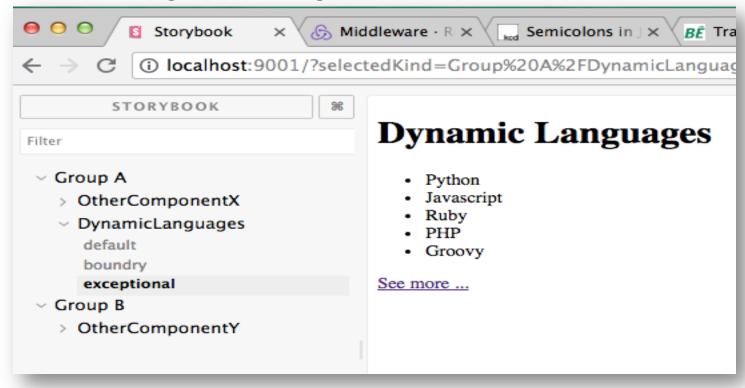


- A component may have many stories.
- The tool allows us document them.





 For large component libraries, grouping helps others understanding the catalogue.



## Writing stories

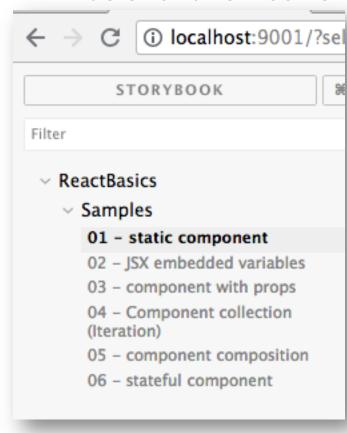
- Tool provides a (fairly) declarative syntax for writing stories.
  - Like a domain specific language (DSL).

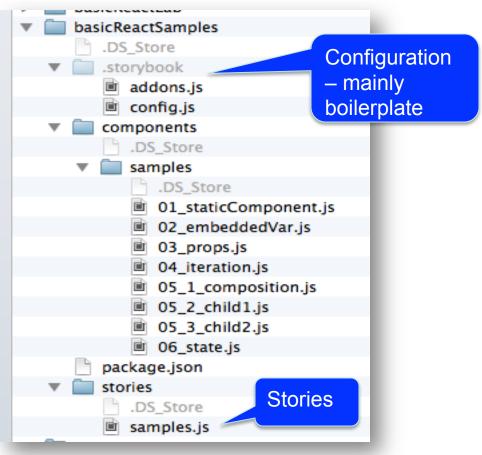
```
import React from 'react';
        import { storiesOf } from '@storybook/react';
    3
        import DynamicLanguages from '../components/dynamicLanguages';
        storiesOf('DynamicLanguages', module)
          .add('default',
              () => {
Anonymous
                  let languages = ['Python', 'Javascript', 'Ruby']
                  return <DynamicLanguages list={languages} />
function
   11
          .add('boundry',
   12
                                                                        A Story
   13
   14
   15
          .add('exceptional',
   16
             () => . . .
   17
   18
          storiesOf('OtherComponentX', module)
   19
   20
            .add('state 1',
   21
              () => . . .
   22
   23
```

... back to components . . .

## Samples

- Samples to demonstrate Component features.
  - Basis for this week's lab...





#### JSX embedded variables.

- Dereference variable embedded in JSX code using { } braces.
  - Braces can contain any valid JS expression.
- Reference 02\_embeddedVariables.js

```
JS 02_embeddedVar.js ×
      import React , { Component } from 'react';
      export default class DynamicLanguagesEmbeddedVars extends Component {
          render() {
              let languages = ['Go', 'Julia','Swift']
              let header = 'Modern'
  6
              return (
                  <div className='myCSSstyle' >
                      <h1>{\${header} Languages\}</h1>
  8
                      <l
                         {languages[0] }
 10
                         {languages[1]} 
 11
 12
                         {li>{languages[2]} 
 13
                      14
                  </div>
 15
              );
 16
                                                                           9
```

## Reusability.

- Achieve reusability through parameterization.
- props Component properties/attribute;
  - Passing props to a component:

```
<CompName prop1Name={value} prop2Name={value . . . . />
```

– Access inside component via this.props object:

```
let p1 = this.props.prop1Name
```

- Immutable.
- Reference 03\_props.js and related story.

#### Aside – Some JS issues

- When an arrow function has only ONE statement, which is its return value then you may omit:
  - Body curly braces; 'return' keyword; Semi-colon
- The Array map method creates a new array with the results of calling a provided function on every element in the calling array.

#### Aside – Some JS issues

- Background (contd.):
  - We can assign a single JSX element to a variable.

### Component collection - Iteration

- Obj.: Generate a collection of component instances.
- Reference 04\_iteration.js

```
▼<div>
  <h1>JS client-side Web</h1>
 ▼ == $0
   ▼<
      <a href="https://facebook.github.io/react/">React
    ▼<
      <a href="https://vuejs.org/">Vue</a>
                                                    Real DOM
    produced by story
   ▼1>
                                                    (From Chrome
      <a href="https://angularjs.org/">Angular</a>
                                                    Dve Tools)
    </div>
```

## The render() return value.

#### Examples:

```
- return <h1>Something</h1>;
- return <Frameworks frams={frameworks} type={type} /> ;
   return (
           <div>
            <h1>{this.props.type}</h1>
            <u|>
            </div>
```

Must enclose in () when multiline.

### The render() return value.

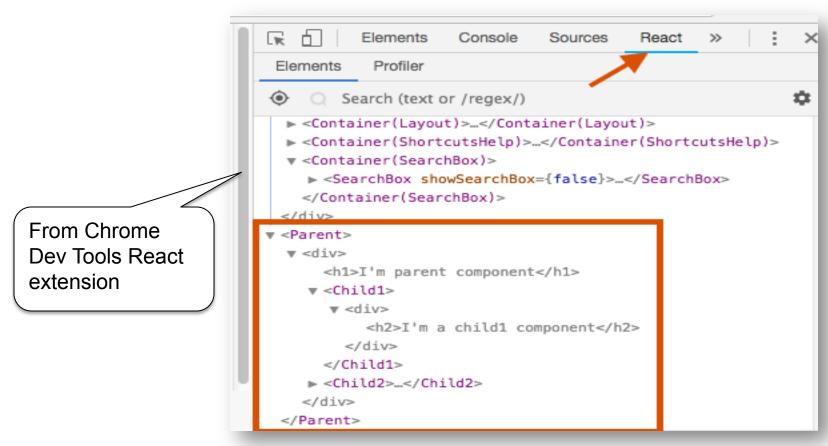
- Must return only ONE element.
- Examples:

- Error 'Adjacent JSX elements must be wrapped in an enclosing tag'
- Solution: Wrap in a div tag.

## Component *Composition*.

A React application is designed as a hierarchy of components.

- Components have children nesting.
- See 05\_1\_composition.js.

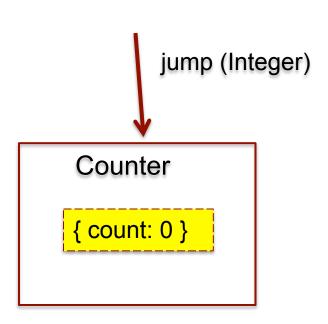


### Component DATA

- Two sources of data for a component:
  - Props Immutable; Passed in by parent component.
  - State Dynamic; Managed internally by the component
- State-related component features:
  - 1. Initialize state values.
  - 2. Change the state values- the setState() method.
    - Change some or all state values (merge, not overwrite).
    - Automatically causes component to re-render. \*\*\*
- Props-related component features:
  - 1. Set default prop values.
  - 2. Type-checking.

## Making components interactive and dynamic

- Ex:The Counter component.
- Ref. 06\_state.js
- Component class coding features:
  - Custom functions,
     e.g. incrementCount().
  - 2. Static class property,e.g. defaultProps.
  - 3. Class instance property, e,g. state.



## React's event system.

- Cross-browser support.
- Event handlers receive SyntheticEvent a cross-browser wrapper for the browser's native event.
  - Same interface as native event
- Event naming convention slightly different from native:

React	Native
onClick	onclick
onChange	onchange
onSubmit	onsubmit

See <a href="https://reactjs.org/docs/events.html">https://reactjs.org/docs/events.html</a> for full details,

### Re-rendering

EX.: The Counter component.

User clicks 'increment' button

- → onClick event handler (incrementCounter) executed
  - → state is changed (setState())
- → render() method executed

#### The Virtual DOM

- Traditional performance best practice:
  - 1. Avoid expensive DOM operations.
  - 2. Minimize access to the DOM.
  - 3. Update elements offline before reinserting into the DOM.
  - 4. Avoid tweking layouts in Javascript.
- Should the developer be responsible for low-level DOM optimization? Probably not.
  - React solution is the Virtual DOM.
  - A challenge to established thinking!

#### The Virtual DOM

- Re-render everything on every update.
  - Sounds expensive!
- How?
  - 1. Create lightweight description of app's UI (The Virtual DOM)
  - 2. Perform *diff* operation between it and the previous (virtual) UI state.
  - 3. Compute the minimal set of changes to apply to (real) DOM.
  - 4. Batch execute all updates to real DOM.
- Benefits:
  - a) Clean Clean, descriptive programming model
  - b) Fast Optimized DOM updates and reflows.

### Re-rendering (detail)

EX.: The Counter component.

User clicks 'increment' button

- → onClick event handler (incrementCounter) executed
  - → state is changed (setState())
- → render() method executed
- → The Virtual DOM has changed
- → React diffs the changes (between the current and previous Virtual DOM)
- → React batch updates the **Real DOM**